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TITLE: GAME SOFTWARE RENTAL MANAGEMENT SYSTEM

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ABSTRACT:

PROBLEM TO BE SOLVED: To facilitate product reacquisition in case of game software damage, loss, theft and the like by separating a consideration for game software rental or transfer and a rental license fee, and increase user convenience by enabling a change in the rental license fee at a rental store and flexibly fulfilling users' demand, in a game software rental management system.

SOLUTION: A mediation server connected to a maker side terminal and a rental side terminal, when receiving product information on game software sent from the maker side terminal, sends contract information for the rental or transfer of the game software and rental license information about the game software to the maker side terminal, and sends contract conclusion information permitting the rental of the game software to users to the rental store side terminal.

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